

Action, Strategy, & Adventure in the Netherworld

# GEMSTONE WARRIOR



**STRATEGIC SIMULATIONS, INC.**

© 1984 by Strategic Simulations, Inc. All rights reserved.

## LIMITED WARRANTY

Strategic Simulations, Inc. ("SSI") warrants that the diskette on which the enclosed program is recorded will be free from defects in materials and workmanship for a period of 30 days from the date of purchase. If within 30 days of purchase the diskette proves defective in any way, you may return it to Strategic Simulations, Inc., 883 Stierlin Road, Building A-200, Mountain View, CA 94043-1983 and SSI will replace it free of charge. In addition, if the diskette proves defective at any time after the first 30 days, return the diskette to SSI and SSI will replace it for a charge of \$10.00. Please allow about four weeks for delivery.

SSI MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THE SOFTWARE PROGRAM RECORDED ON THE DISKETTE OR THE GAME DESCRIBED IN THIS RULE BOOK, THEIR QUALITY, PERFORMANCE, MERCHANTABILITY OR FITNESS FOR ANY PARTICULAR PURPOSE. THE PROGRAM AND GAME ARE SOLD "AS IS." THE ENTIRE RISK AS TO THEIR QUALITY AND PERFORMANCE IS WITH THE BUYER. IN NO EVENT WILL SSI BE LIABLE FOR DIRECT, INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT IN THE PROGRAM OR GAME EVEN IF SSI HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. (SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATION OF IMPLIED WARRANTIES OR LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.)

The enclosed software program and this Rule Book are copyrighted. All rights are reserved. This Rule Book may not be copied, photographed, reproduced, or translated or reduced to any electrical medium or machine-readable form, in whole or in part, without prior written consent from SSI. The program accompanying this Rule Book may be copied, by the original purchaser only, as necessary for use on the computer for which it was purchased.

**© 1984 by Strategic Simulations, Inc.  
All Rights Reserved.**

---

If you have any questions or problems regarding the program or game, please send a self-addressed, stamped envelope with your question to: STRATEGIC SIMULATIONS, INC., 883 Stierlin Road, Building A-200, Mountain View, CA 94043-1983.

Or call our Hotline Number: (415) 964-1200 every weekday, 9 to 5 (P.S.T.).

---



## TABLE OF CONTENTS

<b>TALE OF THE GEMSTONE .....</b>	<b>1</b>
<b>PLAYING THE GAME .....</b>	<b>3</b>
Hardware	
Getting Started	
<b>CONTROL INSTRUCTIONS .....</b>	<b>4</b>
The Keyboard	
Movement Commands	
Firing Weapons Commands	
Facing and Direction of Fire Using Keyboard	
Inventory Commands	
Redefine Command Keys	
Zero High Scores	
Freeze Action	
The Joystick	
Apple Joystick/Keyboard Commands	
Normal Joystick	
Expert Joystick	
Commodore 64 Joystick/Keyboard Commands	
<b>THE SCREEN .....</b>	<b>7</b>
Screen Items	
<b>CAST OF CHARACTERS .....</b>	<b>8</b>
<b>MAGIC ITEMS .....</b>	<b>9</b>
<b>MISCELLANEOUS ITEMS .....</b>	<b>10</b>
<b>BONUS TREASURE .....</b>	<b>10</b>
<b>TIPS ON STRATEGY .....</b>	<b>10</b>
<b>EXAMPLES OF PLAY .....</b>	<b>11</b>
<b>THE QUEST CONTINUES .....</b>	<b>12</b>





# TALE OF THE

Listen, Brave Warrior, to the tale  
and of Man's doom

**A**t the dawn of time, the gods created the Heavens, the Earth, and the Underworld. They breathed life into Man and all the creatures now living, including those despised and deformed Demons that inhabit the Underworld. The Gemstone, a source that intensifies the Earth's natural magic, was entrusted to Man.

For countless eons, the Earth's inhabitants lived in peace, prosperity, and happiness. Man utilized the magic of the Gemstone to create simple magic that brought no harm.

**I**n the dank Underworld, the evil Demons' jealousy of the great Gemstone's power grew and festered. They coveted Man's power and prosperity and plotted to destroy him. Soon, the Demons created a volcano which served as a pathway from the Underworld to the Earth's surface. From their lair under the volcano, the Demons swarmed out onto the earth to plague Man. But the magical powers of the Gemstone forced them back into the darkness of the Underworld. Not discouraged, the evil ones again plotted against Man. Then, in the largest gathering of evil forces ever seen upon the face of the Earth, the Demons launched their mighty siege. They killed all they came upon — the brave soldiers, innocent women with their babies, and the keepers of the Gemstone. With the keepers dead, the Gemstone was unprotected, and the Demons stole it from its place on the Temple's high altar.

**M**ankind was devastated. The absence of the Gemstone caused the golden society created by magic to erode. Chaos ensued. Disease and famine swept throughout the world. The few remaining magic items became objects of bitter duels, dividing brother against brother. The Gemstone seemed to have taken with it all of Man's goodness and hope.

The Demons expected to gain ultimate power from the Gemstone, but found they could not use its powers. The gods

# GEMSTONE...

le of the magnificent Gemstone  
escent into ruin:

had created the Gemstone so it could only be used by Man. Enraged, the Demons determined that Man would never be able to use the Gemstone's powers again. With hands of hatred, the Demons attempted to destroy the great stone, but were only able to fragment it into five pieces. These five pieces they concealed in their complex underground lair. Then, in a last attempt to exhaust the Earth of its few remaining sources of magic, the Demons boiled up to the surface once again, scouring it for gold, treasure, and other magic things. Nothing remained sacred. Tombs and graves were robbed of their bodies, and the tired bones made into mindless skeleton slaves to guard the evil ones' lair.

**H**umanity now occupies a state of desperation. The Demons and their monster minions multiply daily as Man's numbers decrease. The few hopeless survivors cower in scattered hiding places. Their only hope lies in the arrival of a Hero to enter the cavernous volcano and restore the Gemstone to its true owners. The few adventurous souls who have made the attempt have perished, condemned to wander for eternity as skeletons in the Demons' lair.

**B**rave Warrior, your goal is to return the five pieces of the Gemstone to the temple. First, you must find the way through the system of underground caverns that lead to the maze. Once inside the maze, find the five pieces of the Gemstone. When the pieces are gathered, you must escape the Demon's lair through the spinning gateway and place the Gemstone on the temple altar. Go with haste, for if you succeed, you will be rewarded with great treasure and honor as the Champion of Man and our world.

Gods' luck to you, Brave Warrior — you have but one chance!







## PLAYING THE GAME

---

### HARDWARE

You need an Apple® II+, IIe, or IIc with 64K and one disk drive, or a Commodore 64™ with one 1541 disk drive.

### GETTING STARTED

#### 1. ON THE APPLE

Insert the GEMSTONE WARRIOR™ diskette into drive one.

Turn on the monitor and the power switch. Wait for the GEMSTONE WARRIOR menu to appear.

#### 2. ON THE COMMODORE 64

Turn on the disk drive, computer, and monitor. Insert the diskette and type:

LOAD "\*",8,1

Wait for the GEMSTONE WARRIOR menu to appear. Don't be alarmed when your disk drive light flashes on and off, as this will occur during the loading of GEMSTONE WARRIOR files. The loading process should take no more than two minutes.

#### 3. CHOICE OF GAME

From the menu you can choose a Beginner's game (B), a Normal game (N), a Kamikaze game (K), an Old game (O), or go to the command screen (C). Points received for treasure items are increased along with the difficulty of the game.

Type B to start the beginners game.

#### 4. GETTING ORIENTED (see Control Commands)

- Practice running and walking around the room using the movement keys.
- Practice firing your crossbow and fireballs.
- Enter the next room through the doorway and prepare for combat.
- Kill all the monsters in the second room and practice using the inventory keys on the dead monsters.

You are now a Gemstone Warrior. Onward to the Gemstone, Brave Warrior.

---

APPLE II is a registered trademark of Apple Computer, Inc.  
Commodore 64 is a trademark of Commodore Electronics, Ltd.

# CONTROL INSTRUCTIONS

The commands for using GEMSTONE WARRIOR are broken into four sections:

- Movement
- Firing Weapons
- Inventory
- Other

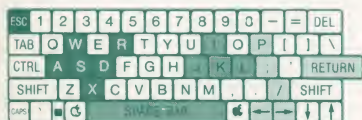
## THE KEYBOARD

The commands correspond to three key groups on the keyboard.

### Apple II+ Keyboard



### Apple IIe Keyboard



### Commodore 64 Keyboard



- ☐ Inventory
- ☐ Movement
- ☐ Weapons
- ☐ Other

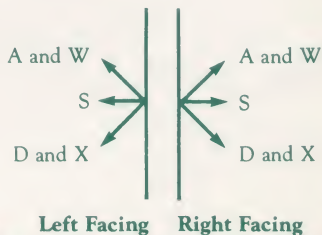
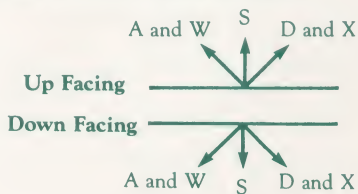
## MOVEMENT COMMANDS

- I Move up (↑)
- J Move left (←)
- K Move down (↓)
- L Move right (→)
- SPACE BAR Run/Walk

## FIRING WEAPONS COMMANDS

- A and W Shoot diagonally
- D and X Shoot diagonally (rotated 90° from A and W)
- S Shoot straight
- R Select weapon (crossbow or fireballs)

## FACING AND DIRECTION OF FIRE USING KEYBOARD





## INVENTORY COMMANDS

The Inventory commands are used to search for and collect items in chests and coffins or on monsters. They are also used in conjunction with the Warrior's Inventory Box to select and use items which the Warrior has already collected.

Inventory keys are as follows:

RETURN	Search/Take an item from a chest, coffin, or dead monster.
P	Put the item in the Inventory Box, a chest, coffin, or dead monster.
Slash (/)	Use the item in the Inventory Box.
Semicolon (;)	Search area/continue search
Left Arrow (←)	Move Inventory Box left (+ on C64)
Right Arrow (→)	Move Inventory Box right. (- on C64)

## OTHER COMMANDS FOR APPLE

Ctrl S	Sound on/off
Esc	Save Game/Menu. This will automatically save the game onto the game disk and return to the menu. Starting a new game or continuing an old game erases the game previously saved on the disk.

## OTHER COMMANDS FOR COMMODORE 64

F5	Sound on/off
F7	Save Game/Menu. This will automatically save the game onto the game disk and return to the menu. Starting a new game or continuing an old game erases the game previously saved on the disk.

## REDEFINE COMMAND KEYS

You may change the command keys to suit your own style by pressing C at the main menu.





## **ZERO HIGH SCORES**

To blank out the bottom three high scores press Ctrl R at the main menu.

## **FREEZE ACTION**

To freeze action on the screen press Ctrl F. Press any key to continue.

## **THE JOYSTICK**

The joystick allows you to use Movement and Firing Commands. When using the Expert Joystick, you can also use some Inventory Commands. All keyboard commands can still be used when the Joystick is in use. However, if you are planning to use the Apple keyboard exclusively, you should switch into keyboard mode.

## **APPLE JOYSTICK/ KEYBOARD COMMANDS**

- Ctrl K Select keyboard mode
- Ctrl N Select Normal Joystick mode
- Ctrl E Select Expert Joystick mode

## **NORMAL JOYSTICK**

- Button 0 Move Warrior  
(Point stick in desired direction).
- Button 1 Fire Weapon  
(Point stick in desired direction).

## **EXPERT JOYSTICK**

The Expert Joystick works the same as the Normal Joystick, except that it includes some Inventory Commands.

## **EXPERT JOYSTICK CENTERED**

- Button 0 Search an area/Take items
- Button 1 Switch weapons  
(crossbow/fireball)

## **EXPERT JOYSTICK NOT CENTERED**

- Button 0 Move warrior
- Button 1 Fire weapon

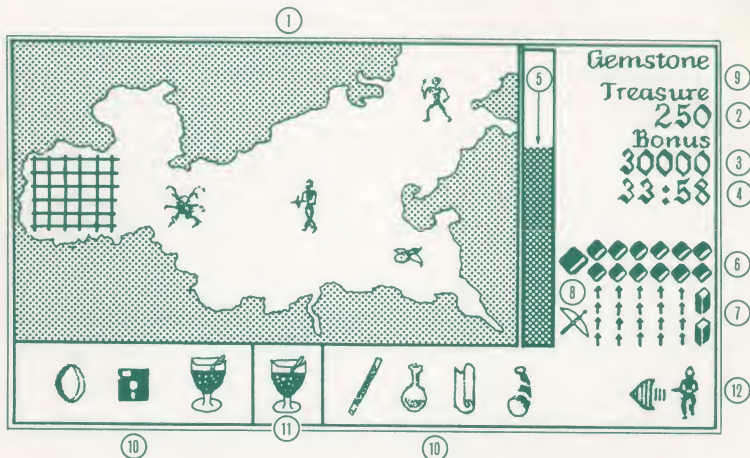
## **COMMODORE 64 JOYSTICK/ KEYBOARD COMMANDS**

The joystick (Port 2) and the keyboard on the Commodore may both be used at any time. You don't need to switch between them with any special keys. Just select your preference.

To move, push the joystick in the desired direction (diagonal moves are not allowed). To fire, simply press the button on the joystick and push the stick in the direction you wish to fire. You may fire in any direction (facing changes automatically). Pressing the button and letting go without moving the joystick will execute the search/take command.

# THE SCREEN

The GEMSTONE WARRIOR screen keeps you aware of everything you need to know:



## SCREEN ITEMS

The items and areas displayed on the screen are:

1. **Playing Area** Where all the action takes place.
2. **Treasure** Keeps track of the number of Treasure Points you have collected from chests, coffins or dead monsters.
3. **Bonus Counter** Indicates the present value of the Bonus.
4. **Timer** Shows the time remaining for achieving Bonus Goal.
5. **Life Bar** Indicates how much damage you have taken from the attacks of monsters or the effects of Magic Items. When the Life Bar reaches the bottom, you are dead. It turns blue if you have been infected by a shambler.
6. **Fireballs** Shows the number of Fireballs you have left.
7. **Arrows** Shows the number of Crossbow Arrows (bolts) you have left.
8. **Current Weapon** Shows which weapon is currently ready for use.
9. **Running Man** Indicates whether you are running or not. You are running when the Running Man appears on your screen above the treasure.
10. **Inventory** Shows the Items in your possession; shows the result of a search of a chest, coffin or dead monster.
11. **Inventory Box** Indicates the Item that can be picked up, put down or used (see Inventory Commands).
12. **Inventory Owner** Either you (the Warrior), or the object of a search (a chest, coffin or monster).

## CAST OF CHARACTERS

---



### **Contagious Shambler**

A diseased and vicious monster that collects garbage and wastes from the caverns.



### **Ghost**

Souls trapped by the Demons.



### **Thieving Flyer**

A blood sucking terror.



### **Summoning Eye**

Watch guard for the Demons.



### **Skeleton**

Animated dead bodies of your predecessors.



### **Demons**

The vile beings who stole the Gemstone.



### **Gas Plant**

Exploding hydrogen plant.



### **Brave Warrior**

Yourself.
















### **Giant Amoeba**

A reproductive nightmare.



# MAGIC ITEMS

Magic items found in GEMSTONE WARRIOR are listed below. In the beginner's level the items have the effects listed below. Normal and Kamikaze levels are different in that the items may start with different effects than those listed, and an item's effect may also change as the game proceeds.

MAGIC ITEM	NAME	EFFECT
	Goblet	heal
	Wand	freeze
	Bottle	poison
	Ring	invisibility
	Potion	regenerate
	Scroll	illusion
	Gourd	poison
	Crystal Ball	annihilation
	Book	cure disease
	Horn	life
	Sceptor	protection
	Dagger	unknown
	Flower	unknown



Dice

unknown



Ancient  
Black Thing

unknown

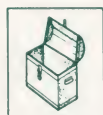
## MISCELLANEOUS ITEMS

---

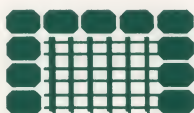
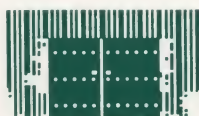
Coffin



Chest



Archways, Doors, Grates



Magic Bolts



Crossbow and arrows



## BONUS TREASURE

---

Bonus Scoring is important if you want to attain a high score. If you win the game within the bonus time you will receive the bonus score.

## TIPS ON STRATEGY

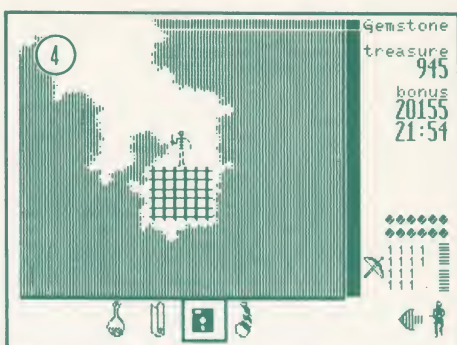
---

- Practice moving and firing in the first room.
- Keep your distance from monsters when in combat. Use your Crossbow, saving your Fireballs for the Demons in the Maze, and other sticky situations.
- Use Inventory Commands to search monsters, chests and coffins for gold, weapons and magic items.
- Do not forget your magic items. They are very powerful.
- Move quickly to receive Bonus Treasure points.
- Keep moving toward your main goal, the recovery and safe return of the Gemstone.

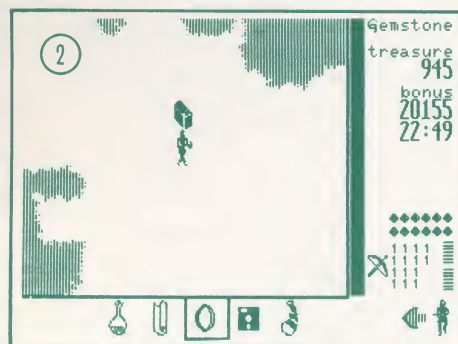
## EXAMPLES OF PLAY



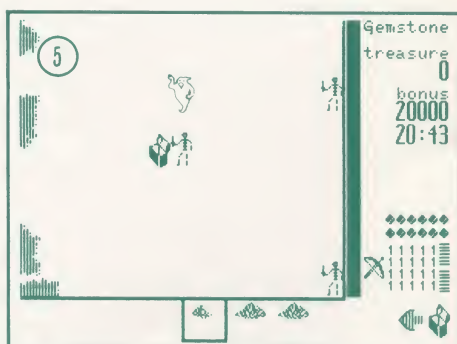
The Warrior searches a room for chests. Upon finding one, he opens it and discovers some Gold!



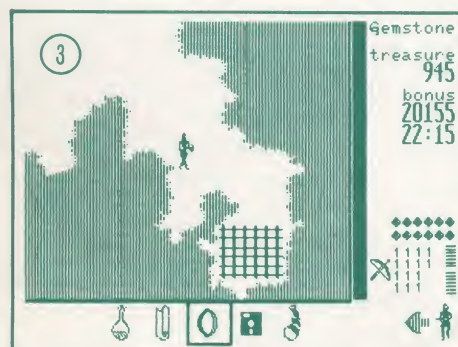
He puts the Ring on and to his amazement his body has been transformed into a skeleton.



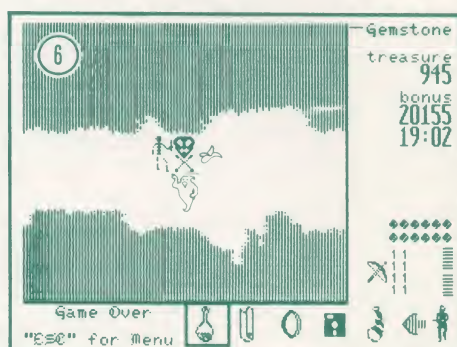
He takes the gold and considers his next move.



The Warrior, disguised as a skeleton, searches a chest while the ghost and two real skeletons are none the wiser.



The Warrior then proceeds to a large grated door near the south end of the room. He decides to use his Ring when he gets to the door. (Note the Inventory Selection Box at the bottom center of the screen).



He was too careful and too slow. To his shock, he changes back to his own form and is overwhelmed.

And now, his spirit, as one of the Demons' twisted creations, will wander the Demons' Lair forever.



## ... The Quest Continues

*The air about you is chill and damp. You strain to see further through the hazy darkness, your ears finely attuned to the faint sounds around you: the drip of water off the cavern walls, the faint scratching of your boots across the rough floor, the muffled hiss of your breathing . . .*

*Then something else. Footsteps approaching?*

*You tighten your grip on your trusty crossbow, and check the quiver on your belt. Ten crossbow bolts left.*

*You smile grimly, remembering the Magic Item in your backpack: the crystal ball that so effectively froze the Flyers in the last room. In a pinch it could save your life.*

*The footsteps are closer. But nearby is the doorway into the next room. Why fight whatever is behind, when your Quest lies ahead?*

*For a moment, you look down at the pouch on your belt. Warm to the touch, the leather almost seems to be glowing, lit from within by the fragment of the Gemstone it contains.*

*Drawing a deep breath, you step through the doorway into the Unknown.*

**ONWARD TO GLORY!**



## CREDITS

Game Design & Programming  
**Peter Lount & Trouba Gossen**  
of Paradigm Creators, Inc.

Commodore 64 Version  
**Kevin Pickell**

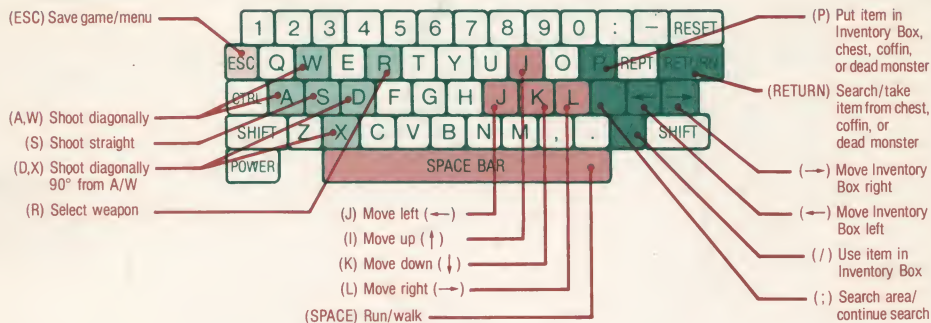
Development  
**Chuck Kroegel & Michael Kawahara**

Art & Graphic Design  
**Louis Hsu Saekow, James C. Sommerville,**  
**Dave Boudreau & Kathryn Lee**

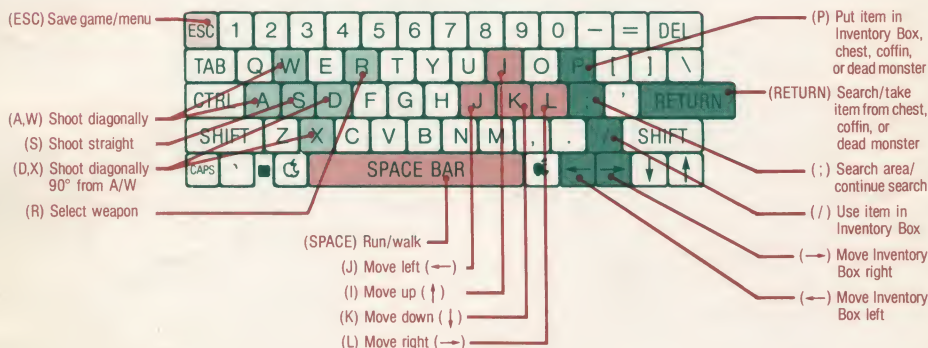
Typesetting  
**Abra Type**

Printing  
**A&a Printers and Lithographers**

## APPLE II+ KEYBOARD



## APPLE IIe KEYBOARD



## COMMODORE 64 KEYBOARD

